

Max McCarthy

Résumé

Profile

I am a software designer and developer who thinks we deserve better from our computers. I strive to build systems that respect human attention and agency, and that make computing more useable for everybody.

To better understand the potential of a novel input technology or interaction model, I come up with ideas for new user interfaces and develop interactive prototypes to try them out. Throughout the design process, I assess my work against high standards for ease of use, logical consistency, and accessibility.

Experience

Software prototype engineer

Next-Gen Computing group; previously Interaction Architecture group  
Apple Inc. — summers 2014 and 2015; August 2016 to present

I contributed to multidisciplinary project teams to prototype software experiences for new input devices across Apple's product lineup. My work informed decision-making by executives and provided an architecture for product development teams.

Using native Mac and iOS software development tools, I incorporated first- and third-party technologies into robust prototyping platforms, and iterated on concepts to produce tightly integrated, graphically rich use-case demos.

Design lead and project manager

Hack4Impact — August 2014 to August 2016

I helped establish Hack4Impact, a student group and 501(c)(3) that develops web and mobile applications for good causes. My early contributions included a brand identity and website for the group, and an open-source web app template.

Each semester, I worked with a Philadelphia-based nonprofit to understand and meet their technical needs. At various times, I led design, front-end, and back-end engineering efforts within project groups, and mentored younger students in each.

Head teaching assistant

CIS 120: Programming Languages and Techniques

University of Pennsylvania — August 2014 to May 2016

I helped develop and teach an intermediate computer science curriculum focusing on functional programming and program design. I taught a weekly tutorial session, held office hours, and wrote and graded homeworks and exams. As head TA, I also ran weekly staff meetings and training sessions for new members of the course staff.

Education

Bachelor of Applied Science, magna cum laude

Computer and Information Science

University of Pennsylvania — May 2016

Bachelor of Arts, magna cum laude

Cognitive Science, concentrating in Computation and Cognition

University of Pennsylvania — May 2016

Contact

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